LONE WOLF

BOOK 1

Flight from the Dark

Joe Dever and Gary Chalk

A ROLE-PLAYING ADVENTURE

THE BANNER OF CROWN PRINCE FELETHAR OF SOMMERLUND
THE ROYAL ARMS OF SOMMERLUND
THE MONASTERY BANNER OF YULAN
THE BANNER OF THE KAI LAIRD OF SOMMERLUND
A MAP OF THE LANDS BELONGING TO THE FREE DOMAINS OF NORTHERN MAGNAMUND
KEY
PLAINS
FOREST
WASTE LANDS
SWAMP
HILLS
MOUNTAINS
SOMMERLUND
THE KELEWAN SEA
THE HALTE SEE
THE GULF OF DURENOR
THE ROYAL ARMS OF DURENOR
KAI MONASTERY
THE WILD LANDS
THE DARKLAND MOUNTAINS

You are Lone Wolf. In a devastating attack the Darklords have destroyed the monastery where you were learning the skills of the Kai Lords. You are the sole survivor.

Flight from the Dark

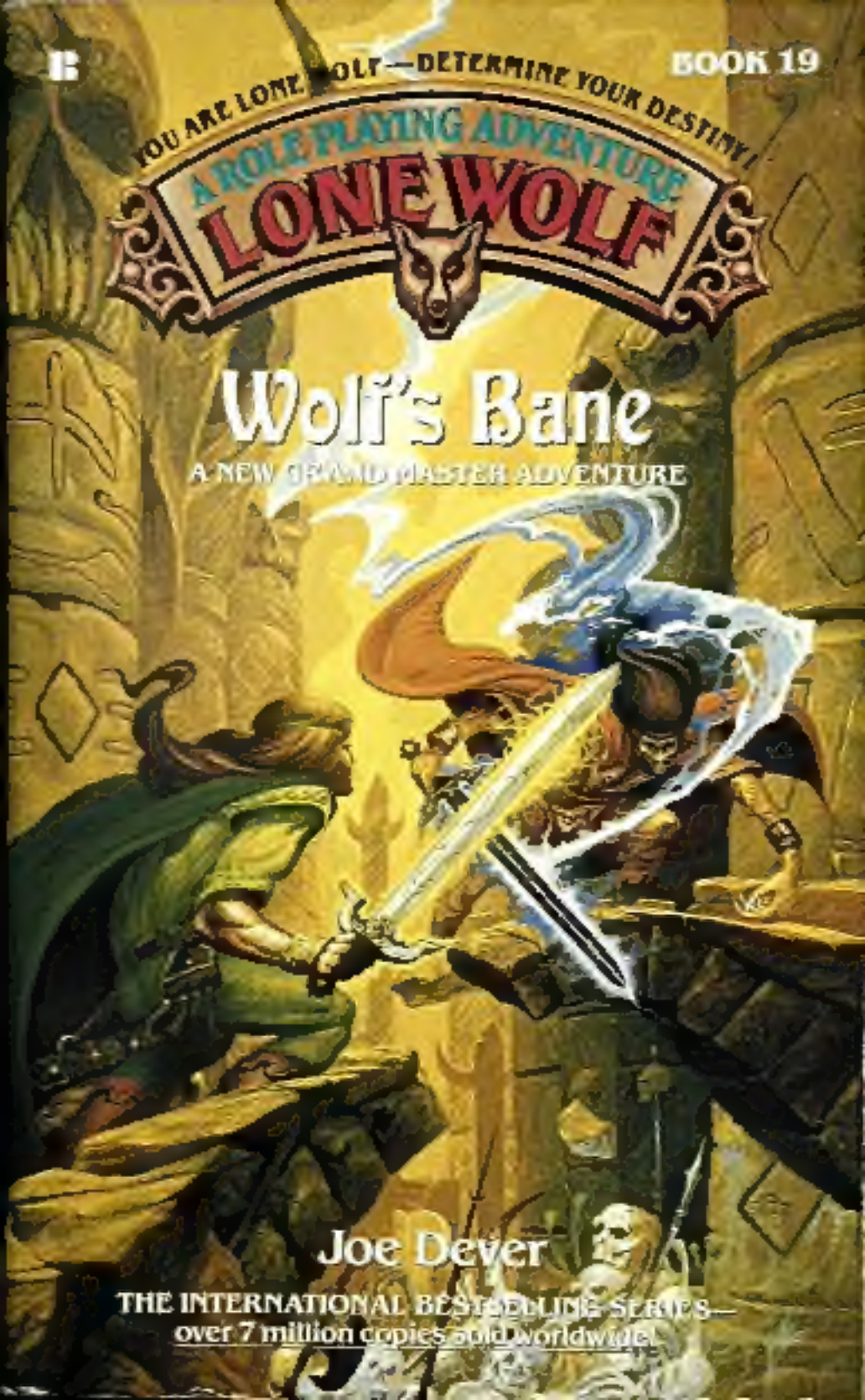
You swear revenge. But first you must reach Holmgard to warn the King of the gathering evil. The servants of darkness relentlessly hunt you across your country and every turn of the page presents a new challenge. Choose your skills and your weapons carefully – for they can help you succeed in the most fantastic and terrifying journey of your life.

LONE WOLF is an exciting adventure series in which you are the hero, you make the decisions, and you fight the combats using the unique systems included in the book.

Also available in the LONE WOLF series:
Fire on the Water

ISBN 0-09-935890-5

Children's fantasy game
UK £1.50
Australia $4.95*
*recommended price


BOOK 19
YOU ARE LONE WOLF—DETERMINE YOUR DESTINY!
A ROLE PLAYING ADVENTURE
LONE WOLF
Wolf's Bane
A NEW GRAND MASTER ADVENTURE
Joe Dever
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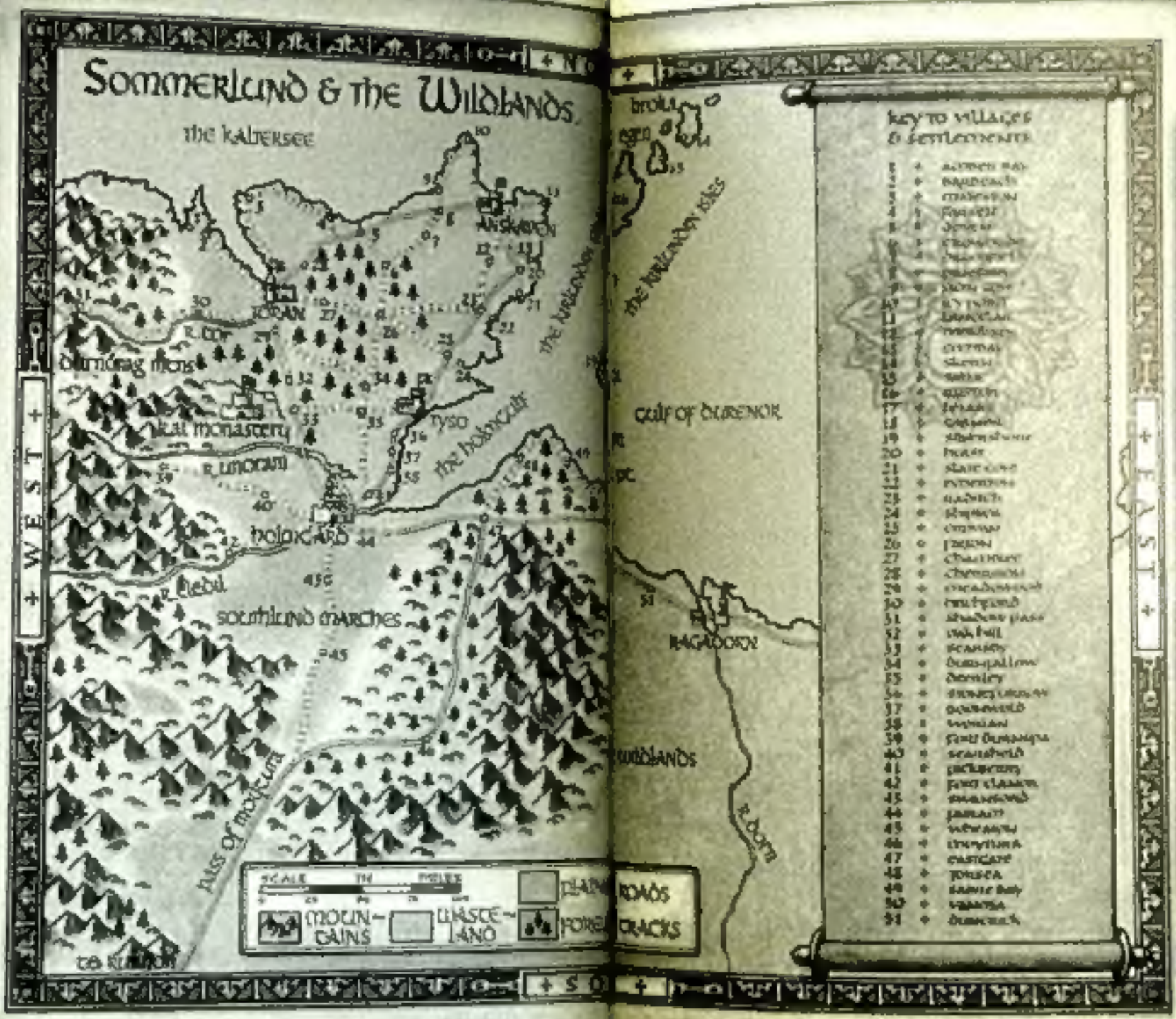
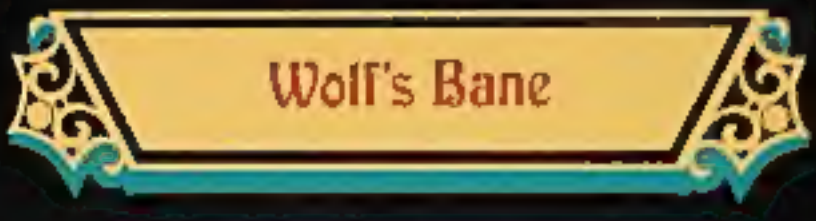

Sommerland & the Wildlands
the kaltersee
ansalon
tyso
the holdscalf
the kaltesee isles
gulf of durenor
ragadorn
wildlands
south land marches
R. Thon
R. Unorum
R. Hebil
Pass of Mokeum
to Kendor
SCALE
MILES
MOUN-TAINS
WASTE-LAND
PLAINS
FORE
ROADS
TRACKS
key to villages & settlements
NORTH
EAST
WEST
SOUTH



YOU ARE LONE WOLF—
Kai Grand Master of Sommerlund

Frustrated by the defeat of his minions, the Dark God Naar has plotted a bitter revenge. From the depths of his lair upon the Plane of Darkness, he has created and sent forth an evil champion—in *your* very image. Your treacherous twin has left a path of destruction in his wake and has turned your allies against you. Now, you must hunt down and conquer your alter ego—before he conquers *you!*

Choose your skills and weapons with care—if you survive, you will have met the ultimate challenge...

DON'T MISS THE OTHER LONE WOLF ADVENTURES!

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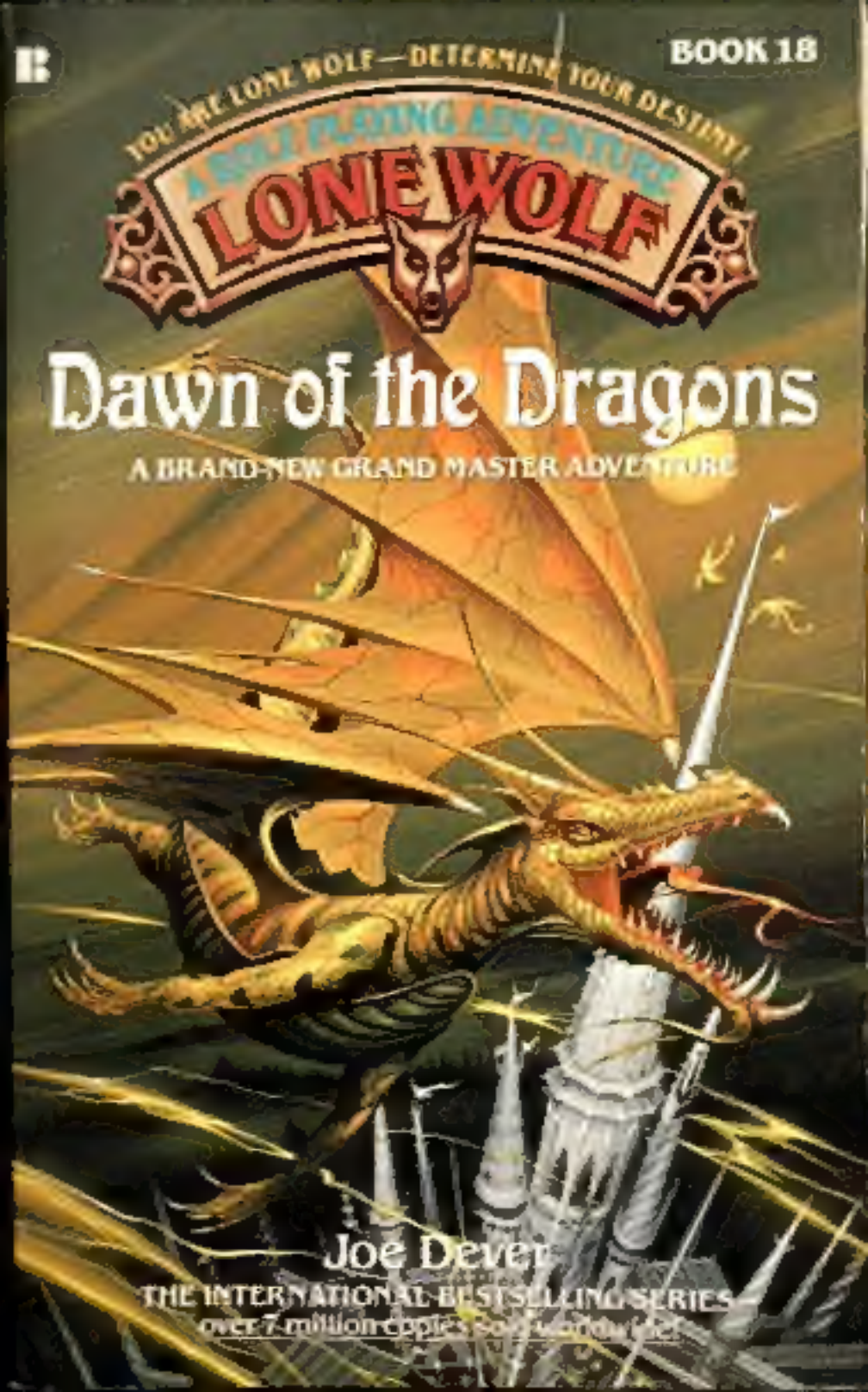
BOOK 18
YOU ARE LONE WOLF — DETERMINE YOUR DESTINY!
A SOLO PLAYING ADVENTURE
LONE WOLF
Dawn of the Dragons
A BRAND-NEW GRAND MASTER ADVENTURE
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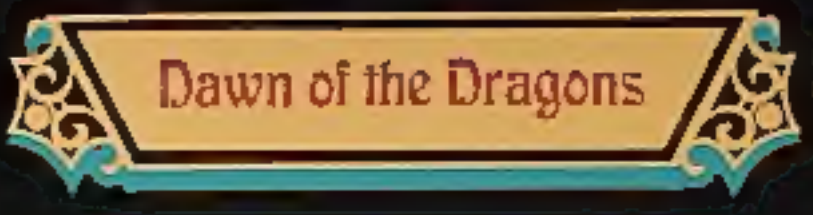

YOU ARE LONE WOLF—
Kai Grand Master of Sommerlund

Your victory over the Deathlord of Ixia is a bitter one. For in your absence, Naar himself has sent forth a horde of dragons to destroy Sommerlund and lay waste to the New Order of the Kai once and for all. You have no doubts that the New Order are worthy warriors...but they are untested. They will need their Grand Master to defeat these evil beasts...

Now you alone must stop Naar and his dragons and save your homeland. If you can get there in time...

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BOOK 17

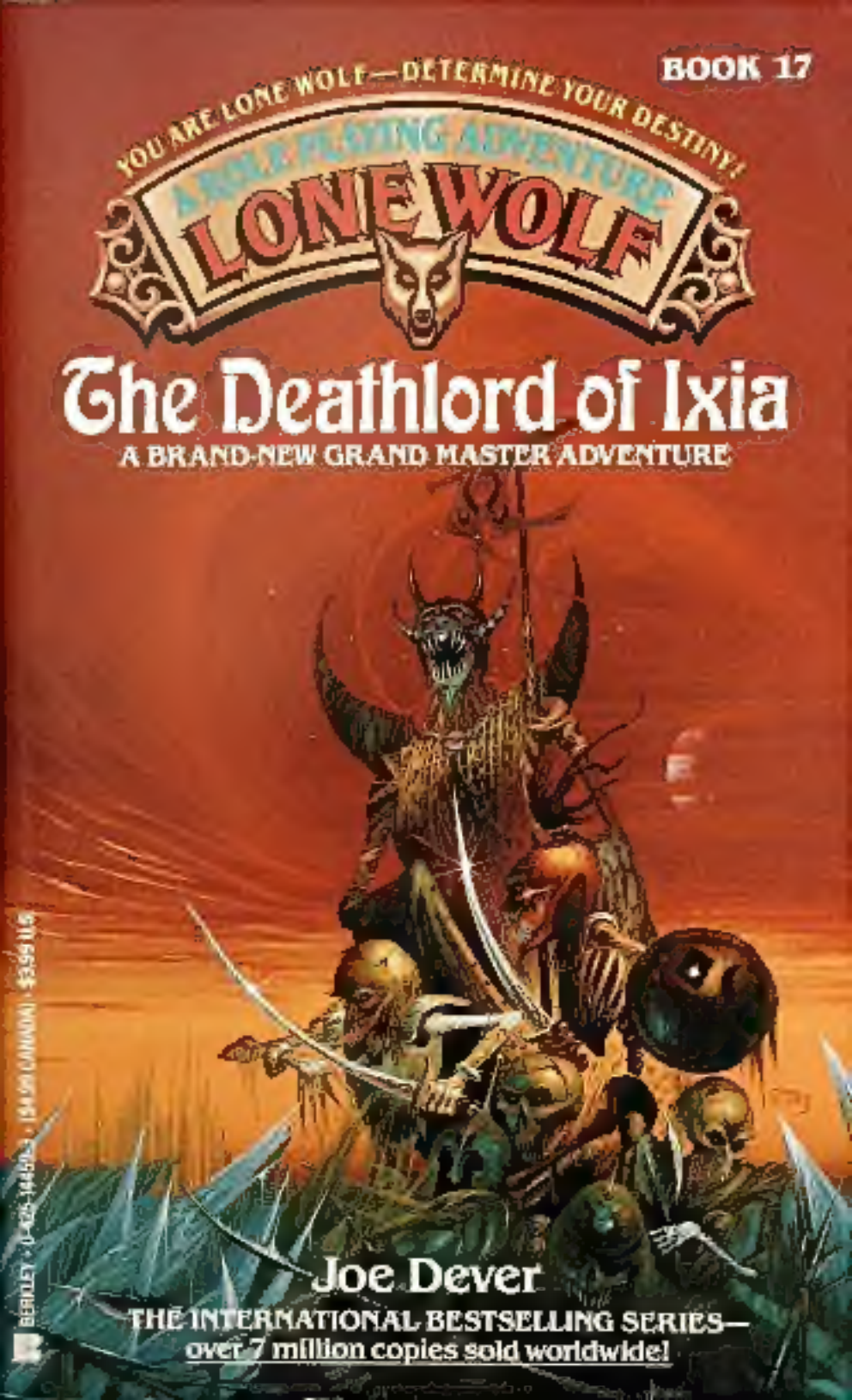
YOU ARE LONE WOLF—DETERMINE YOUR DESTINY!

A ROLE-PLAYING ADVENTURE

LONE WOLF

The Deathlord of Ixia

A BRAND-NEW GRAND MASTER ADVENTURE



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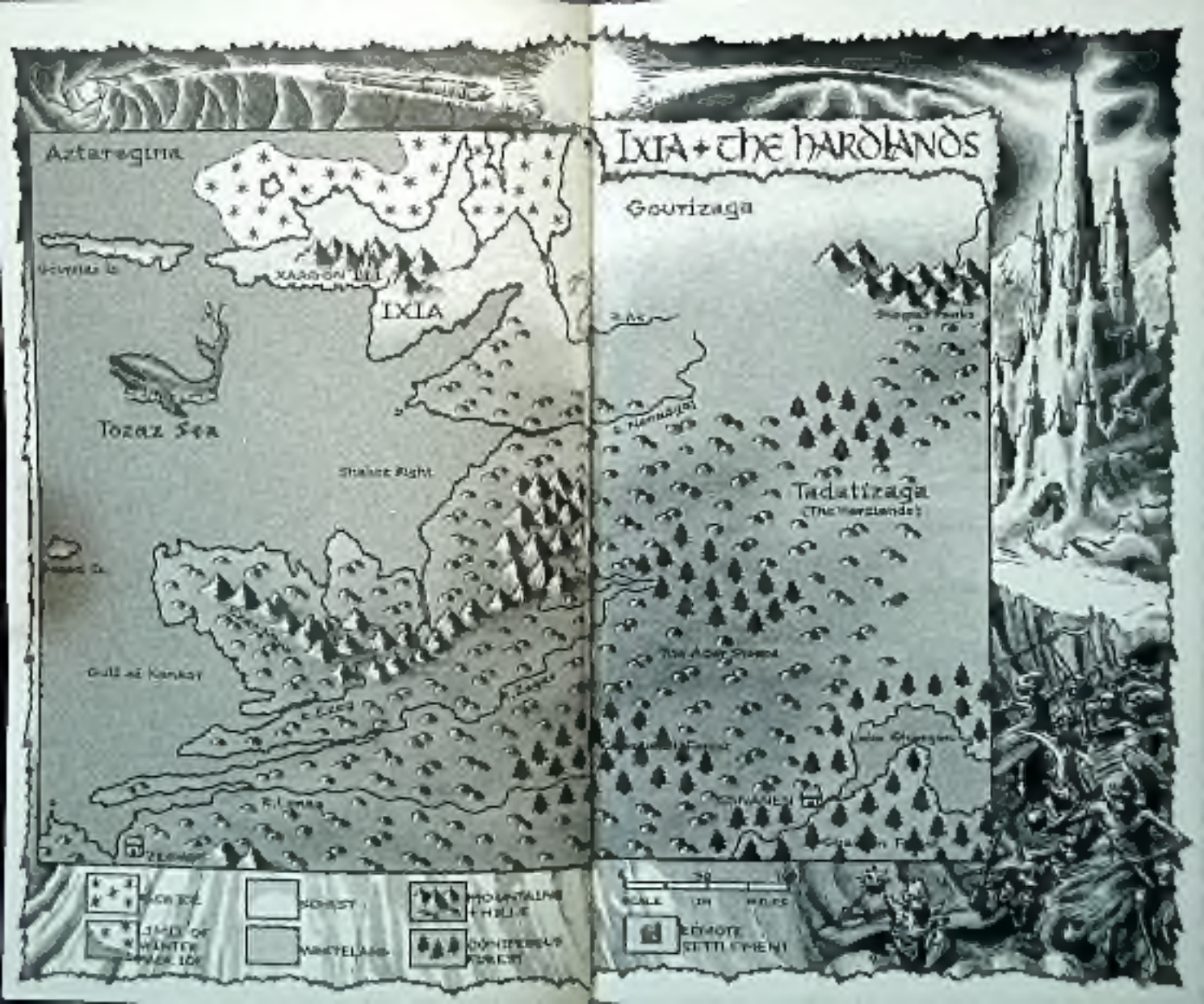
Azteregina
IXIA
Tozaz Sea
Gulf of Kankor
IXIA + the HARDLANDS
Gourizaga
Tadatiraga
(The Hardlands)
ZEMMOR
FOREST
MOUNTAINS + HILLS
REMOTE SETTLEMENT

The Deathlord of Ixia

YOU ARE LONE WOLF—
Kai Grand Master of Sommerlund

Once thought lost, the legendary Deathstaff of Nesr has resurfaced in the hands of Idataaga, the vile Deathlord of Ixia. With such malignant power at his command he can create vast hordes of undead—and enslave all good citizens of Magnamund....

Only you can thwart the mighty Idataaga, and destroy the Deathstaff—if his zombies don't take you first...

DON'T MISS THE OTHER LONE WOLF ADVENTURES!

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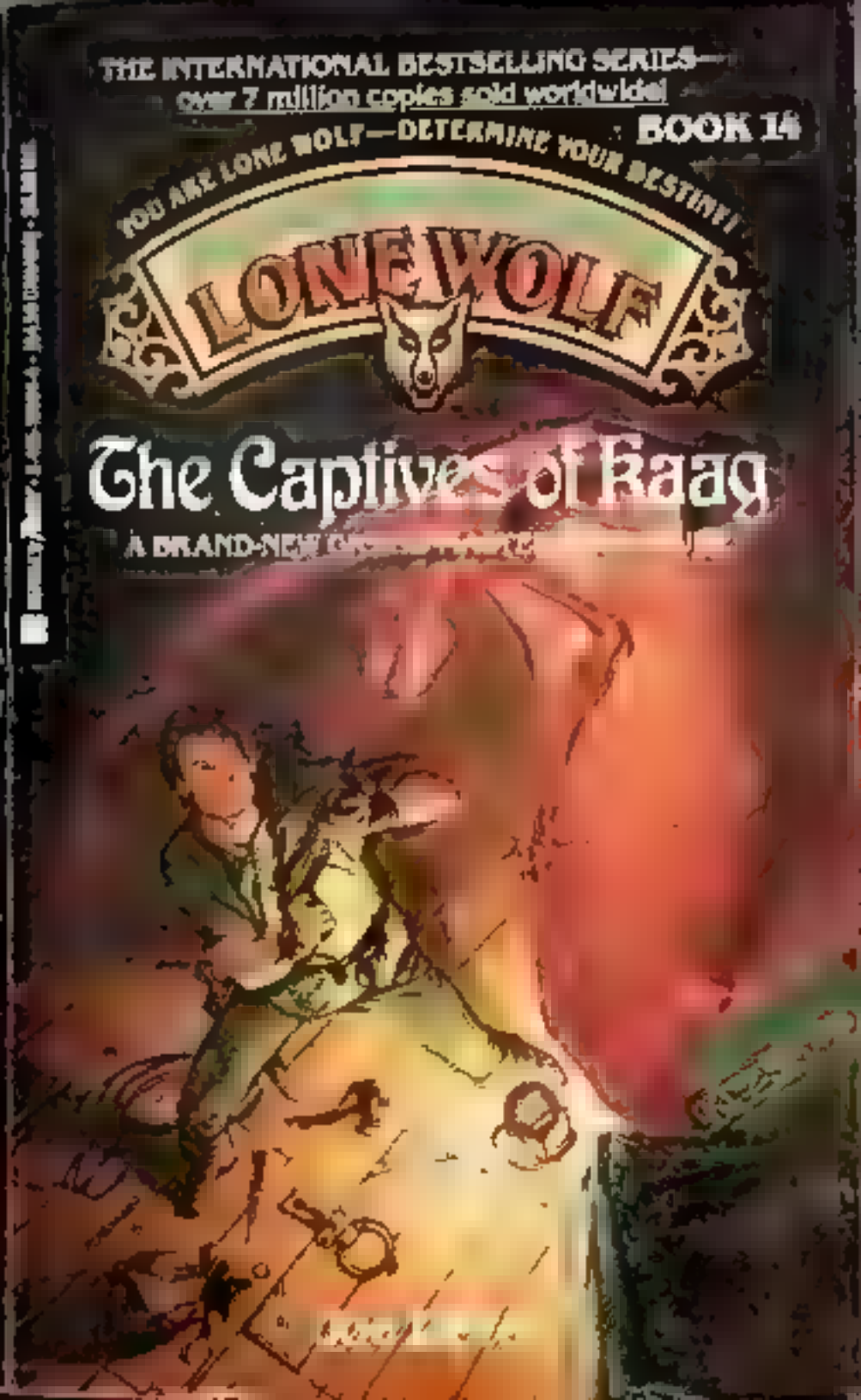
BOOK 14

YOU ARE LONE WOLF—DETERMINE YOUR DESTINY!

LONE WOLF

The Captives of Kaag

A BRAND-NEW



The Captives of Kaag

YOU ARE LONE WOLF—
Kai Grand Master of Sommerlund

In the isolated city of Kaag, the broken armies of the Darklords of Helgedad take refuge, doomed warriors exiled from Magnamund. Now you must venture into the black heart of Kaag, to battle a deadly force stirring deep within its dungeons...

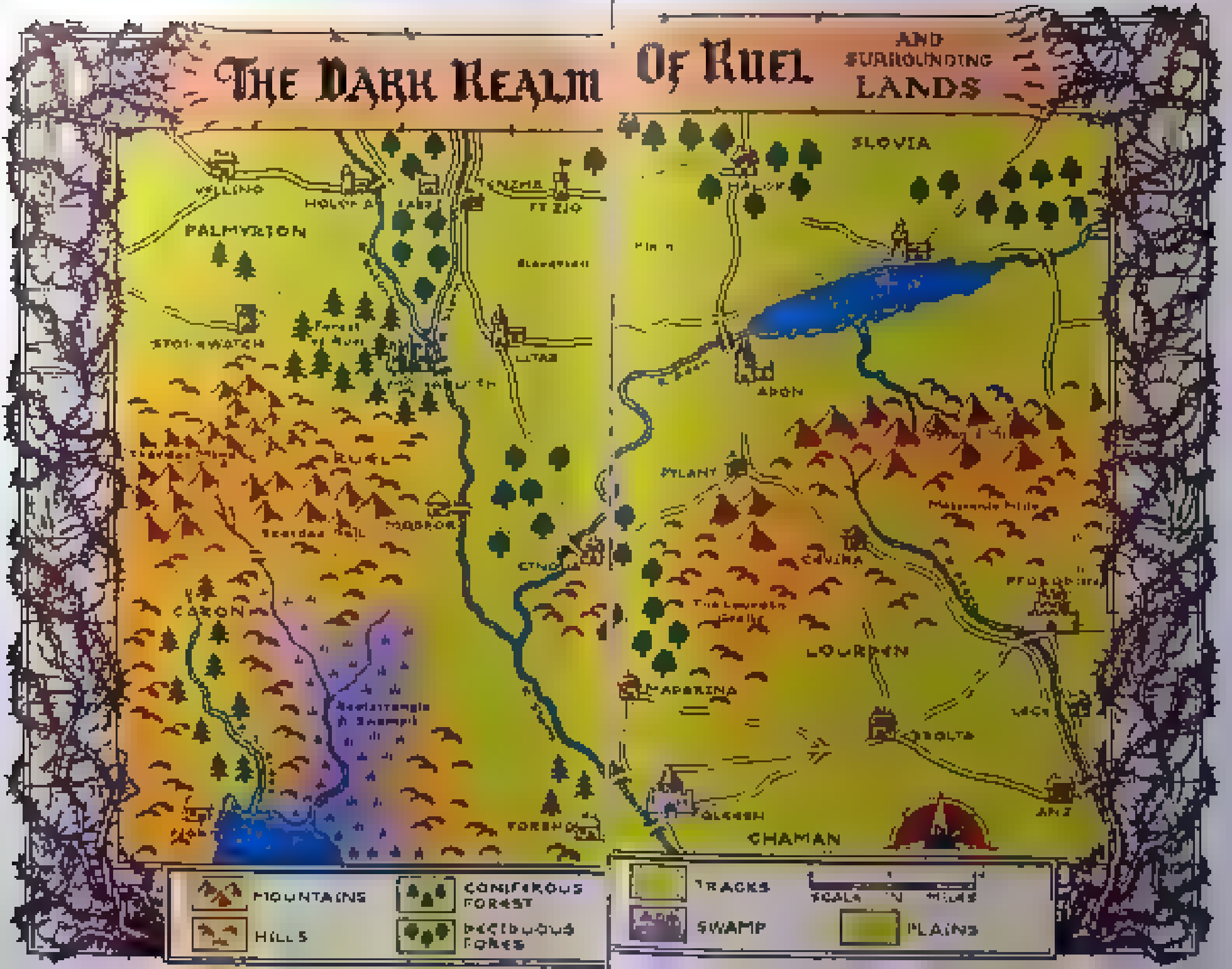
You alone hold the power to free your friend Banedon from the evil power which commands this fortress of nightmares. *If* you survive...

DON'T MISS THE OTHER LONE WOLF ADVENTURES!

GAMEBOOK OF THE YEAR AWARD WINNER

LONE WOLF

THE LAIR OF THE WARLORDS


The Dark Realm Of Ruel
AND SURROUNDING LANDS
SLOVIA
PALMYRTON
RUEL
CARON
LOURDEN
CHAMAN
MOUNTAINS
HILLS
CONIFEROUS FOREST
DECIDUOUS FOREST
TRACKS
SWAMP
PLAINS
SCALE IN MILES

JOE DEVER is the prolific author of over 30 fantasy and science fiction adventure books. His award winning *LONE WOLF* series has become an international bestseller with more than 7 million copies sold worldwide.

You are the warrior Lone Wolf – Kai Grand Master of Sommerlund. You have defeated the Darklords of Helgedad and avenged your murdered ancestors, but now you are challenged by a sinister evil which threatens to destroy all life on your home world of Magnamund.

In *THE PLAGUE LORDS OF RUEL* your mission is to prevent the malevolent Cener Druids of Ruel from releasing a deadly plague virus that will destroy all but their own kind. Of all the warriors of Magnamund only you can thwart their wicked plans – for only you possess the disciplines of a Kai Grand Master.

The LONE WOLF adventures are a unique fantasy gamebook series – each episode can be played separately or you can combine them all to create a fantastic role playing epic.

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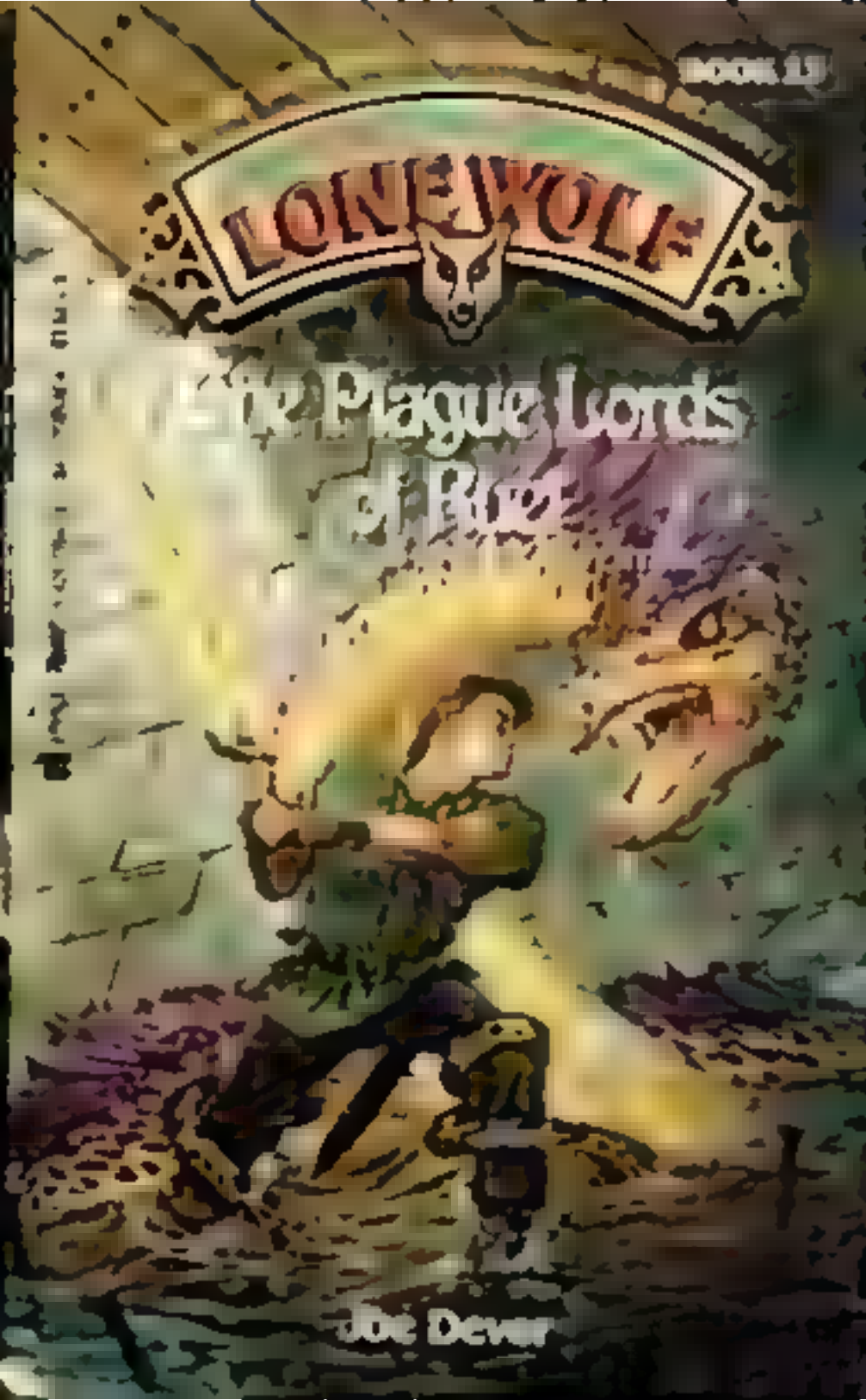
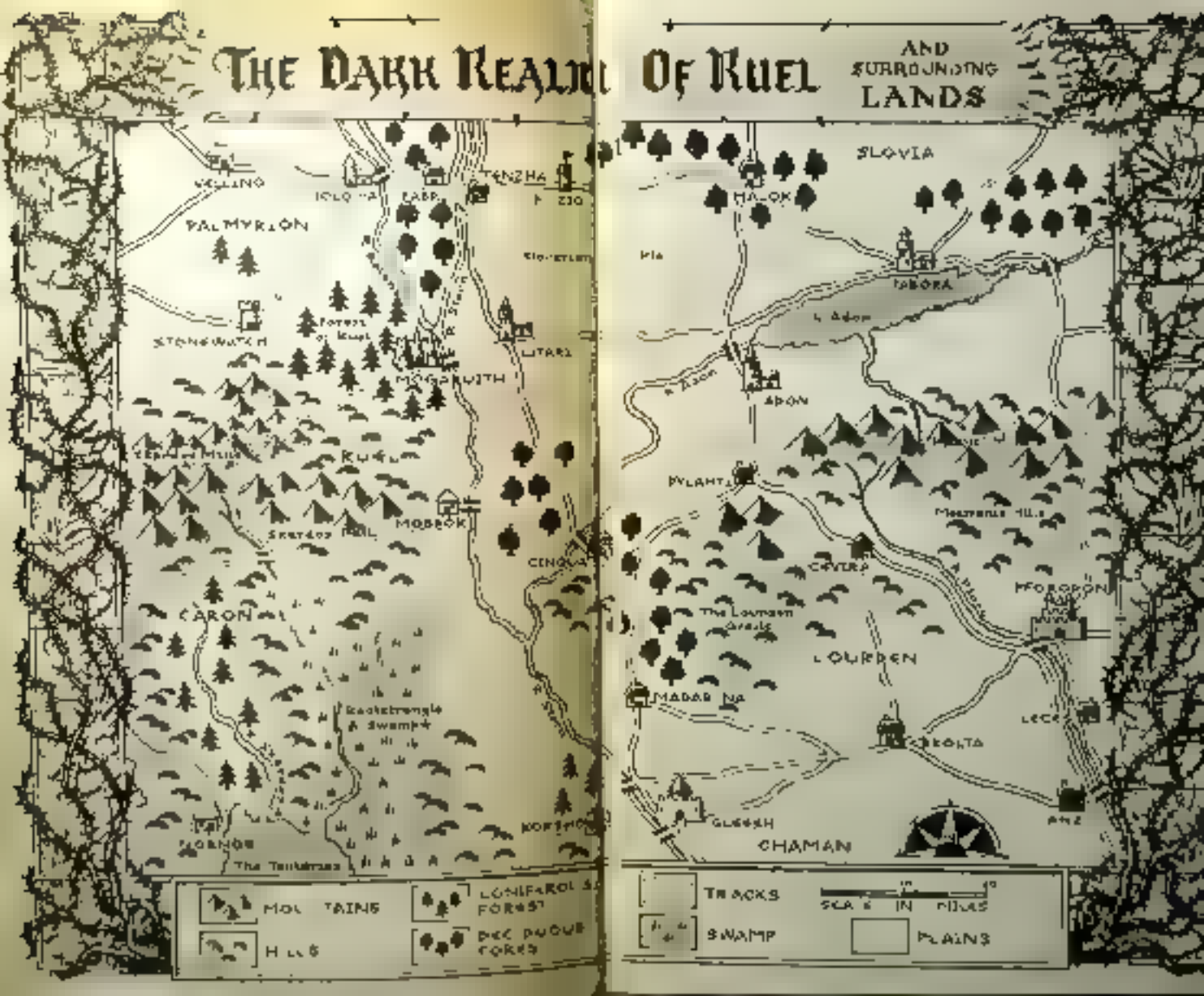

BOOK 13
LONE WOLF
The Plague Lords of Ruel
Joe Dever


THE DARK REALM OF RUEL AND SURROUNDING LANDS
SLOVIA
MALOK
TABORA
APON
PYLANTA
MEFFORDON
LOURDEN
MADARNA
SKOLTA
GLEESH
CHAMAN
PALMYRION
STONEWATCH
MORGRUITH
LITARI
RUEL
MOSBOK
CARON
TENZHA
TORNOR
TRACKS
SWAMP
PLAINS
SCALE IN MILES
MOUNTAINS
HILLS
CONIFEROUS FOREST
DECIDUOUS FOREST

The Plague Lords of Ruel

YOU ARE LONE WOLF—
Kai Grand Master of Sommerlund

Sole survivor of the Order of Kai, you have defeated the Darklords of Helgedad and avenged your ancestors. But now you must battle a silent and sinister killer...

The evil Cener Druids of Ruel plan to release a deadly plague virus that will destroy all but their own kind. And only you can stop them...

DON'T MISS THE OTHER LONE WOLF ADVENTURES!
The International Bestselling Series—
More Than 7 Million Copies Sold Worldwide!

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BOOK 12

YOU ARE LONE WOLF — DETERMINE YOUR DESTINY!

LONE WOLF

Master of Darkness

Joe Dever

[redacted]

YOU are Lone Wolf

[redacted]

Upon your triumphant return from the twilight wastes of Sommerlund, you discover your world consumed by the blackness of Naar-spawned evil, poised to conquer all of Magnamund.

Your mission is to journey to the infernal city of Nagarest, to the very heart of the darkness and despair. There you must confront Banedon Grang, Archlord of the Black City, in a battle that will determine the future of your entire world.

Choose your skills and weapons with care—if you survive, you will have met the ultimate challenge that awaits you in this continuing and thrilling alliance to the Lone Wolf saga.

ALSO AVAILABLE IN THE LONE WOLF SERIES:
Flight from the Dark • Fire on the Water
The Caverns of Kalte • The Chasm of Doom
Shadow on the Sand • The Kingdoms of Terror
Castle Death • The Jungle of Horrors
The Cauldron of Fear • The Dungeons of Torgar
The Prisoners of Time

[redacted]

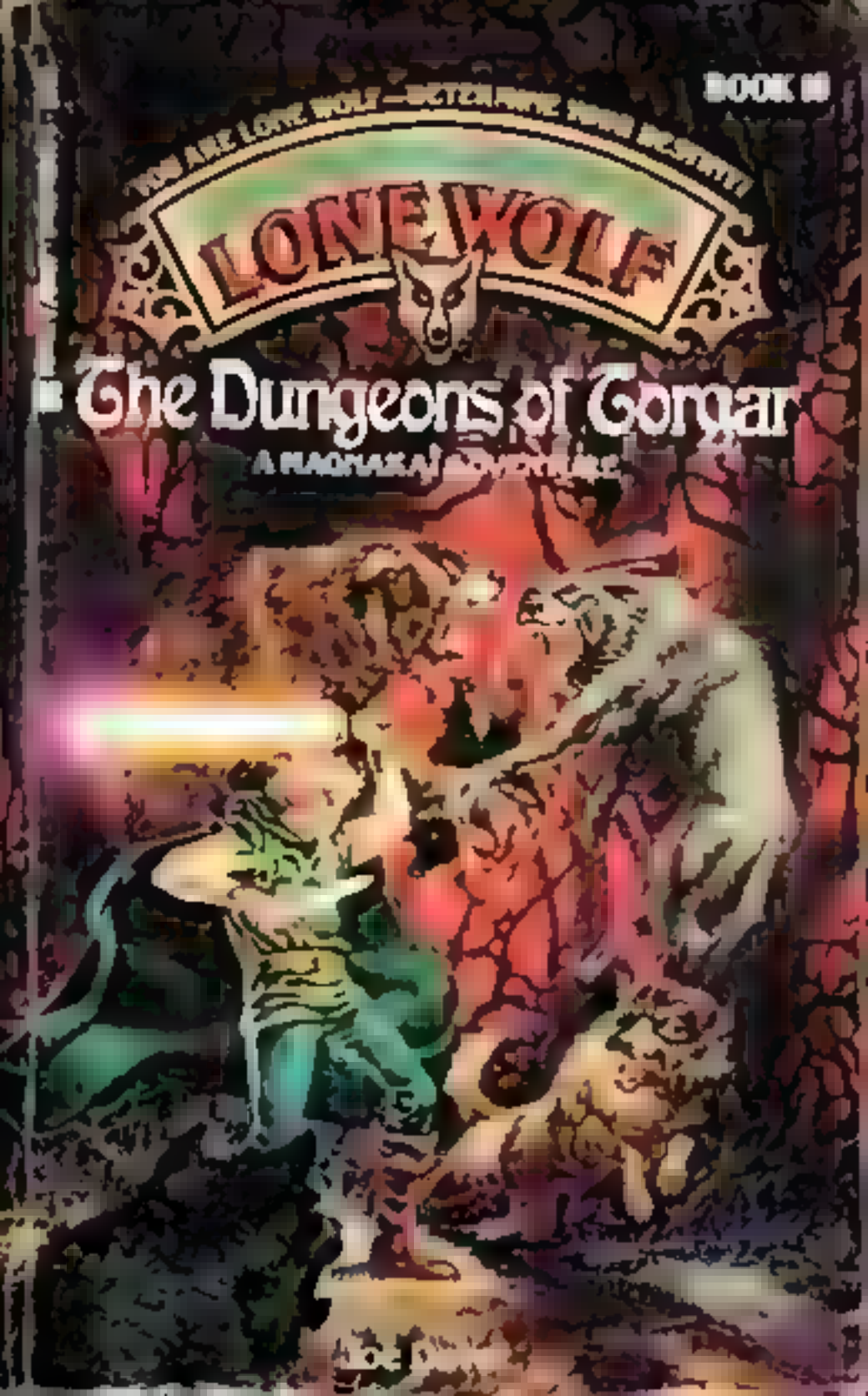
BOOK III

YOU ARE LONE WOLF — DUCTEN INITIATE, SOLE SURVIVOR OF THE KAI

LONE WOLF

The Dungeons of Gongar

A MAGNAMUND ADVENTURE



GHATAN AND SURROUNDING TERRITORIES
THE BARBER OF GHATAN
NAGGIZAGA
NYVOZ
GHATAN
THE MOUNTAINS OF MAROB
THE MOUNTAINS OF THE HAPPY LAMA
STATE BARBER OF ERU
ERU
MOUNTAINS
HILLS
CONIFEROUS FOREST
PETRIFIED FOREST
TRACKS
PLAINS
WASTELAND
VOLCANOES
SWAMP
SCALE
MILES

The Dungeons of Torgar

YOU are Lone Wolf
—the last Kai Master of Sommerlund

As Kai Master you have faced many dangers, but none like that which stands before you now. The last words of an escaped prisoner of the Darklords spoke of three gems held in the infamous Dungeons of Torgar. They radiate such goodness the Darklord cannot bear them. His sorcerers work furiously for a means to destroy these gems. It is your mission to recover them, for they are the last remaining Lorestones and the final hope for the Magnakai.

You must travel to the city of Eru, from where Prince Graygor will help you reach the fearful Drakkarim stronghold of Torgar. But be swift. For each moment that passes, the Darklord's sorcerers come closer to accomplishing their evil task.

Choose your skills and weapons with care—the future of your country depends on it! If you survive, you may use them in further adventures.

ALSO AVAILABLE IN THE LONE WOLF SERIES:
Flight From the Dark • Fire on the Water
The Caverns of Kalte • The Chasm of Doom
Shadow on the Sand • The Kingdoms of Terror
Castle Death • The Jungle of Horrors
The Cauldron of Fear

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YOU ARE LONE WOLF—DETERMINE YOUR DESTINY!
Book 1
A ROLE PLAYING ADVENTURE
LONE WOLF
Flight from the Dark
Joe Dever and Gary Chalk

Flight from the Dark

YOU are Lone Wolf

In a devastating attack the Darklords have destroyed the monastery where you were learning the skills of the Kai Lords.

YOU are the sole survivor.

Now you must choose special skills, select weapons and then begin the game, where you make decisions and fight in combat using the unique number system. You vow to seek revenge against the evil forces.

You must reach Holmgard to warn the King of the gathering evil. The servants of darkness relentlessly hunt you across your country and every turn of the page presents a new challenge. Make your decisions carefully—for they can help you succeed in the most fantastic and terrifying journey of your life.

If you survive you may use your skills and weapons in further adventures!

Also available in the LONE WOLF series:

Fire on the Water

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